

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS
 Reasonable suit 8-15 hcp at 1 level,
 Good suit (usually 6 card) 10-15 hcp at 2 level.
Unassuming Cue Bid.
 Change of suit constructive although non-fg = 5 card suit, 10+ hcp

1NT OVERCALL
 1NT direct=15-17 hcp. **Stayman, Transfers, 2♠=8hcp, 2NT=9hcp**
 3♣/♦=6 card suit, 2 top honours;
 Extended **Helvic, Lebensohl (SANS)**
 1NT protective=10-13. **Stayman, Transfers, 2♠=11-12hcp,**
 2NT=13-14hcp, 3♣/♦=6 card suit, 2 top honours;
 Extended **Helvic, Lebensohl (SANS)**

JUMP OVERCALLS
 6 cd suit, 6-10 hcp N/V, 11-15 hcp Vul;
Unusual 2NT with 5/5 in 2 lowest suits 8+hcp N/V, 10+hcp Vul.

CUE BIDS
 Direct cue (Michaels) = 5/5+ in suits, 6+hcp N/V or 8+hcp Vul
 (1♣) (possibly short, **not 16+**) 2♣ is still Michaels.
 (1♦) Precision/Blue Club, 2♦ is Michaels as 1♦ is often diamonds

Versus PRE-EMPTS
 Natural overcalls; 3NT to play; Dbl for take out, 16+hcp;
 Strong Michaels Cue. versus Multi & Weak 2s please ask.

OVER OPPONENTS' TAKEOUT DOUBLE
 2 of suit=0-5hcp, 3 of suit=6-9hcp, 2NT shows raise to 3 level

ACE ASKING
 4NT= **RKCB**, 4♣= **Roman Gerber** if last bid was NT.

Versus ARTIFICIAL STRONG OPENINGS
 Over Precision/Blue Club 1♣ (or 1♦ resp):
 1♦ = good 5+ card suit; 1♥ = 5/5 hearts & another, 7-11 hcp
 1♠ = 5/5 spades & minor, 7-11 hcp; 1NT = minors 5/5, 7-11hcp
 2 level overcalls = 6+ card suit, 6-10hcp n/v, 8-12hcp vul.

SPECIAL & COMPETITIVE DBLS/RDLS
Negative Doubles up to and including 3♠.
 Doubles are penalty where they overcall our NT or when we convert any TO or systemic dbl to penalty by passing and they run.
 After their 1NT and their cipher suit requesting transfer:
Double = good 5+ card suit in cipher suit, 10+hcp,
 Their cipher suit = take out into other 3 suits, 12+hcp.

DOPI and ROPI

LEADS AND SIGNALS

OPENING LEADS - STYLE

	<i>Lead</i>	<i>In Partner's Suit</i>
Suit	Top of sequence or internal sequence 4 th highest MUD	Top of sequence or internal sequence Low from 3 or 4 to honour MUD
NT	Top of sequence or internal sequence 4 th highest, Top of nothing	Top of sequence or internal sequence Low from 3+ to honour, Top of nothing
Subseq	Original count or suit pref	Original count or suit pref

LEADS

	<i>Versus Suit</i>	<i>Versus NT</i>
Ace/ King/ Queen/ Jack/10	For Attitude For Count For Count	For Attitude For Count For Count
Hi-x Lo-x	Doubleton MUD or Hxx(x)	Doubleton or top of nothing Hxx(x)

SIGNALS IN ORDER OF PRIORITY

	<i>On partner's lead</i>	<i>On declarer's lead</i>	<i>When discarding</i>
Suit	1 Count (excl Ace) 2 Attitude (Ace) 3 Suit Pref	Count Suit Pref	Suit Pref, 5/6 neutral Original Count
NT	1 Count (excl Ace) 2 Attitude (Ace)	Count Suit Pref	Suit Pref, 5/6 neutral Original Count
Honour discard (incl 10) commands that suit; otherwise Hi-Lo= even suit			

W B F CONVENTION CARD

PLAYERS: William Dukelow & Dean Bradley
11/06/2019
NCBO: Northern Ireland. System colour sticker: Green

SYSTEM SUMMARY
ACOL, 12-14 NT, 5 Card Majors
GENERAL APPROACH AND STYLE
 Better minor.
2 over 1 response follows rule of 14 (hcp + cards in suit)
Stayman, Transfers. 2♠=11hcp, 2NT=12hcp.
 2♣ = **Acol**; 23+ hcp or 8+ playing tricks.
 2♦ = Three way multi.
 2♥/2♠ = 5/5, 7-11 hcp.
 2NT = 19-20 hcp

Long suit trial bids.
Delayed Game Raise
Checkback
4th suit forcing

SPECIAL BIDS (THAT MAY REQUIRE DEFENCE)
Weak jump shifts at 2 level only, over partner's 1 suit opening
Pottage defence to their 1NT. Dbl = penalty, 2♣ = one suited, 2♦ = 5/5 majors, 2M = 5/5 Major/minor, 2NT = 5/5 minors
Lebensohl (SANS)
Splinters 11-14 hcp, 4 card support, singleton or void.
Crowhurst showing 12-16 balanced. 2♣ enquiry.
Unusual NT at 2, 3, and 4 levels.
Michael's cue bid
Extended Helvic
 1NT - 3♣/♦ = 3NT try with 6+ suit + 2 of top 3 hon, 9-10 hcp

PSYCHICS: Rare

Opening	Artificial	Min No	Neg X	Description	Responses	Subsequent action	Passed hand etc bids
1♣		3	3♠	Usually natural, minimum 3 cards	Very <u>weak</u> jump shifts at 2 level ie 6 cards & 2-5 hcp. Splinters.	1NT rebid=12-16, 2♣ Crowhurst ; 2NT=17-18; 3NT=19+.	
1♦		3	3♠	Usually natural, minimum 3 cards	(As above)	1NT rebid=12-16, 2♣ Crowhurst ; 2NT=17-18; 3NT=19+. After 2-over-1 2NT=12-14, 3NT =15-19.	
1♥		5	3♠		(As above)	1NT rebid=12-16, 2♣ Crowhurst ; 2NT=17-18; 3NT=19+. After 2-over-1 2NT=12-14, 3NT =15-19.	
1♠		5	3♥		Splinters.	1NT rebid=12-16, 2♣ Crowhurst ; 2NT=17-18; 3NT=19+. After 2-over-1 2NT=12-14, 3NT =15-19.	
1NT				12-14hcp, incl good 11, or v poor 15.	Stayman; Roman Gerber; Transfers ; 2♠=11 hcp; 2NT=12hcp; Extended Helvic ; 3♣/♦ = 3NT try.	Extended Stayman , use Stayman to play in weak minor Lebensohl (SANS) over their intervention	
2♣	ü	0	3♠	Acol. 23+hcp or 8+ playing tricks in a suit.	2♦ relay; any other bid shows 5+ card suit with 3 top honours.	5 card Stayman & Transfers over 2NT rebid, 3♠ = 5/4 ♠/♥ 2♥/♠ or 3♣/♦ rebid <u>may be passed</u> . 2NT response = negative 3♥/♠ rebid=game force. Only Transfers over 3NT rebid as 4♣ is Roman Gerber	
2♦	ü	0	3♠	Either: 6 card major, 6-10 hcp or: 21-22 balanced or: 3 suited hand 18-22 hcp.	2♥ relay. 2♠=prepared to play in 2♠ or 3♥. 2NT=forcing, 16hcp. 3♥/4♥ =pre-emptive	Over 2♥/♠: 3♣/♦/♥/♠ = 5/4/4/0 or 4/4/4/1, 18-22 hcp, bid suit is below singleton/void. Then bid of singleton/void suit asks for controls (Ace=2; King=1), next suit up = 4 controls. 2NT = 21/22 hcp. Over 2NT: 3♣ = stronger in hearts, 3♦ = stronger in spades, 3♥ = weaker in hearts, 3♠ = weaker in spades; 4♣/♦/♥/♠ = 5/4/4/0 or 4/4/4/1 <i>as above</i>	
2♥		5		5♥ and 5 of another suit, 7-11 hcp. Occasionally 5/4	2♠=doesn't like hearts, weak. 2NT=forcing, asks for other suit. 3♥/4♥ =pre-emptive.		
2♠		5		5♠ and 5 of a minor, 7-11 hcp. Occasionally 5/4	3♣=doesn't like spades, weak. 2NT=forcing, asks for other suit. 3♠/4♠ =pre-emptive.		
2NT				19-20 hcp	5 card Stayman and Transfers ; 3♠ = 5/4 ♠/♥		
3♣♦		6		6-10 hcp			
3♥♠		6		Usually 7 card, occasionally 6.			
3NT	ü	7		Solid 7 card minor, no outside stop.	Pass shows link & other suits stopped, otherwise 4♣.		
4♣ up		7		Typically 8 cards, pre-emptive, non solid. Solid minor would open 3NT.			
4NT	ü			Specific Ace ask.	5♣ = 0, 5♦/♥/♠ = that ace, 6♣ = ♣ace, 5NT = 2 aces		

Other High Level Bidding

Ace asking **4NT RKCB** 0/3, 1/4, 2 without Q, 2 with Q.
If last bid was no trump, 4♣ is **Roman Gerber**
Responses: 0/3, 1/4, 2 same rank and colour, 2 different.
DOPI & ROPI if they intervene.

King asking
After RKCB, 5NT asks for second round control (lowest king or singleton)
After **Roman Gerber**, 5♣ asks for Kings.
Responses: 0/3, 1/4, 2 same rank and colour, 2 different.
DOPI & ROPI if they intervene

Quantitative 2♣-2♦-3NT-4NT is quantitative